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ABSTRACT

The contents of this list are organized into nine sections. These sections include games developed by gamers at the University of Michigan; games developed by Academic Games Associates Inc.; games developed by Berkeley Gaming Project; games distributed through Instructional Simulations, Inc.; games distributed through Psychology Today; games developed by Urbandyne; games developed by Western Behavioral Sciences Institute; games not classified in sections one through seven; and computerized gaming/simulations. Also included, in an "Appendix", are a list of sources of brochures on games designed specially for elementary and high school students, and a list of other sources of gaming information. Among the topics focused upon are the following: urban blight, political campaigns, church resources, conflict, concensus, democracy, water pollution, ecology, economics, urban colleges, ghettos, alternate futures, welfare problems, housing policy formation, international relation, career choice, and, marriage. (Author/JM)

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The University of Michigan / Extension Service

412 MAYNARD STREET
ANN ARBOR, MICHIGAN 48104
TELEPHONE (313) 764-5300

DIRECTOR
ALFRED W. STOREY

ASSISTANT DIRECTORS
QUENTIN H. GESSNER
JOHN A. WILKINS
ROBERT R. WILSON

EXTENSION GAMING SERVICE

A SELECTED LIST

OF URBAN, ENVIRONMENTAL AND SOCIAL PROBLEM

GAMING/SIMULATIONS

We do not intend this list to be definitive, but hope it will be useful as a starting point for obtaining further information about specific games. We have tried to omit gaming/simulations not considered useful for some educational purpose, as well as those which do not focus on one or another "social concern."

We are often asked which age group a particular game is best suited for. One of the beauties of games is that they are, as the advertiser likes to say, "suitable for all ages" -- at least junior high and up. In fact, we find that young people play more easily and more fully, since they are less inhibited and more willing to experiment.

Nevertheless, we have omitted from the list those games designed principally for use within the classroom situation and have appended a list (incomplete) of sources of brochures on games specically for elementary and high school people. THE APPENDIX ALSO CONTAINS OTHER SOURCES OF GAMING INFORMATION.

*An Asterisk before a game indicates that more detailed information about it may be obtained from the Extension Gaming Service. Please consult the Game Description List for cost, if any. Further information about other games should be requested from the distributor and/or game developer.

The Extension Gaming Service is prepared to arrange for the running of some gaming/simulations on a contract basis.

Barbara Steinwachs
Extension Gaming Service
(313) 763-1010

UD 015301

December, 1973

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I. DEVELOPED BY GAMERS AT THE UNIVERSITY OF MICHIGAN

*CLUG (Community Land Use Game)
urban and regional economics

Developed by: Allan G. Feldt
Players: about 15
Time: 6 hours or, preferably, longer.

Player's Manual ($4.95) with basic model, experiments (variations), and readings; and Instructors's Manual (gratis) with simple playing pieces published 1972 by:
The Free Press
Department FNY
Riverside, NJ 08075

Complete Kit ($75) available from:
Urbex Affiliates, Inc.
474 Thurston Road
Rochester, NY 14619
(313) 971-0919

COMPACTS (Community Planning and Action Simulation)
urban social service system

Developed by: Armand Lauffer
Players: 20-60
Time: 3 hr. - 3 days

Complete Kit ($75) available from:
Gamed Simulations, Inc. (GSI)
FDR Station
Box 1747
New York, NY 10022

The End of the Line
The difficulties of growing old

Developed by: Frederick L. Goodman
Players: 25-50
Time: 3 - 5 hrs.

Not yet available in a "package" but runs of the game may be arranged through:
Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48104
(313) 763-1010

Extinction
evolution and survival or extinction of species

Developed by: Stephen P. Hubbell
Players: 3-4
Time: 3 hr. or more

Complete Kit ($11) available from:
Sinauer Associates, Inc.
20 Second Street
Stamford, CT 06905

The Helping Hand Strikes Again
The problems arising between people in need of help and those groups who attempt to help them. The game can be adapted with some effort to specific helper-helpee relationships.

Developed by: Frederick L. Goodman
Players: 25-50
Time: 4 or more hours

Not yet available in a "package" but runs of the game may be arranged through:
Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48104
(313) 763-1010

*Housingplan (Policyplan)
See Section IX. (This game can also be run manually.)

*M.E.T.R.O. - APEX:
See Section IX.

*Metropolis:
See Section IX.

*Policy Negotiations
A priming game on allocation of influence in the decision making process
N.B. Modification (To subject matter of interest to group playing) integral to game

Developed by: Frederick L. Goodman
Players: 6 or more (20-35 optimum)
Time: Priming Game: 2-3 hrs.
Re-design Time: 1-many hrs.
Re-play Time: 2-3 hrs.

Complete Kit ($75) available from:
Urbex Affiliates, Inc.
474 Thurston Road
Rochester, NY 14619
(313) 971-0919
See Appendix, Item IX

PPOM (Population Policies Orientation Model)
State and national planning with respect to economic, demographic, social, and political development

In process of development by: Allan G. Feldt
Players: 15-30 optimum
Time: 4-6 hrs.

Not yet available

*SIMSOC (Simulated Society)
The establishment and maintenance of social order

Developed by: William A. Gamson
Players: 20-50
Time: 6-8 1-hour sessions

Players Manual ($4.95) and Instructors Manual (gratis) available from:
The Free Press
Department FNY
Riverside, NJ 08075
(Forms included)

*They Shoot Marbles, Don't They?
Societal analysis

Developed by: Frederick L. Goodman & Robert Parnes
Players: 8-50 (20-30, optimum)
Time: 2½ hrs. or more

Directions ($2) available from:
Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48104

Complete Kit ($40) available from:
Urbex Affiliates, Inc.
474 Thurston Road
Rochester, NY 14619
(313) 971-0919

*W.A.L.R.U.S. I (Water and Land Resource Utilization Simulation)
Impact of Public and private decisions on water pollution

Developed by: Allan G. Feldt & David Moses
Players: 15-30 optimum
Time: 5 hrs.

Directions (~~$2~~ 1) available from:
Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48104

Complete Kit (~~$40~~ 25) available from:
Urbex Affiliates, Inc.
474 Thurston Road
Rochester, NY 14619
(313) 971-0919

*WARD (Community Development Model)
A simulated case-study on community development and housing improvement

Developed by: Marilyn Miller, with Larry Coppard, Don Kiel, and Carl Rinne
Players: 20-50
Time: several 3-hr. sessions

The game exists in two versions at present.

For further information about the game, contact:
Stapleton House
1831 Lake Lila Drive #B-6
Ann Arbor, MI 48105

For facility in updating information during play, a computerized listing of the major portion of the data base is available.

WHIPP (Why Housing Is a Problem and a Priority)
Simple look at causes underlying housing problems (modified from Sitte - See Section VII)

Developed by: Barbara Steinwachs
Players: 15-30
Time: 2 hrs.

Copies of directions available at ($5) each from:
WHIPP
3431 Mount Read Blvd.
Rochester, NY 14616

*Payment must accompany order.

II. DEVELOPED BY ACADEMIC GAMES ASSOCIATES, INC.

Democracy
Representative government (legislative process): composite of 8 different games

Players: 6-11
Time: ½-4 hrs.

Complete kit ($8) available from:
Bobbs Merrill Company
Education Division
4300 West 62nd Street
Indianapolis, IN 46268
(317) 291-3100

Economic System
Production, marketing, and consumption

Players: 7-13
Time: 2-4 hrs.

Complete kit ($25) available from:
Bobbs Merrill Company
Education Division
4300 West 62nd Street
Indianapolis, IN 46268
(317) 291-3100

Ghetto
Problems of the urban poor

Developed by: Dove Toll
Players: 7-20
Time: 1 hr. or more

Complete kit ($24) available from:
Bobbs Merrill Company
Education Division
4300 West 62nd Street
Indianapolis, IN 46268
(317) 291-3100

Life Career
The implications of current time allocation and other choices for future career

Developed by: Sarane S. Boocock
Players: 2-20
Time: 1-6 hrs.

Complete kit ($35) available from:
Bobbs Merrill Company
Education Division
4300 West 62nd Street
Indianapolis, IN 46268
(317) 291-3100

III. DEVELOPED BY BERKELEY GAMING PROJECT

El Barrio
The forces affecting a Latin immigrant to the big city in North America

Developed by: Meier and Langdon
Players: 7-15 (9 optimum)
Time: 2-3 hrs.

Complete kit ($15) available from:
Berkeley Gaming Project
Institute of Urban and Regional Development
316 Wurster Hall
University of Calif. - Berkeley
Berkeley, CA 94720

Wildlife
The moose-beaver-wolf-vegetation system of a national park

Developed by: Richard Meier
Players: 2-6 (3 optimum)
Time: 3-? hrs.

A pure simulation

Complete kit ($15) available from:
Berkeley Gaming Project
Institute of Urban and Regional Development
316 Wurster Hall
University of Calif. - Berkeley
Berkeley, CA 94720

IV. DISTRIBUTED THROUGH INSTRUCTIONAL SIMULATIONS, INC.

Flight
Urban ecology

Players: 20-40
Time: 3-8 hrs.

Complete kit ($42.50) available from:
Instructional Simulations, Inc.
2147 University Avenue
St. Paul, MN 55114

Campaign
State legislative race

Players: 23-40
Time: 10-12 hrs.

Complete kit ($125) available from:
Instructional Simulations, Inc.
2147 University Avenue
St. Paul, MN 55114

F.L.I.P. (Family Life Income Patterns)
Family budgeting, investment, credit and interest in terms of changing family goals

Players: up to 30
Time: 2-8 hrs.

Complete kit ($34) available from:
Instructional Simulations, Inc.
2147 University Avenue
St. Paul, MN 55114

Impact
Community action in problem-solving situations

Players: 20-50
Time: 8-20 hrs.

Complete kit ($160) available from:
Instructional Simulations, Inc.
2147 University Avenue
St. Paul, MN 55114

InForce
Criminal justice

Players: 25-35
Time: 8-20 hrs.

Complete kit ($65) available from:
Instructional Simulations, Inc.
2147 University Avenue
St. Paul, MN 55114

Tracts
Core city land use

Players: 20-40
Time: 2-8 hrs.

Complete kit ($39) available from:
Instructional Simulations, Inc.
2147 University Avenue
St. Paul, MN 55114

Transit
Urban transportation

Players: 20-40
Time: 4-10 hrs.

Complete kit ($42.50) available from:
Instructional Simulations, Inc.
2147 University Avenue
St. Paul, MN 55114

V. DISTRIBUTED THROUGH PSYCHOLOGY TODAY

Blacks and Whites
Racial conflict

Players: 3-9
Time: 1-2 hrs.

Complete kit ($8) available from:
Educational Manpower, Inc.
Box 4272-B
Madison, WI 53711

Cities Game
Urban tension and negotiation

Players: 4-16
Time: 1-2 hrs.

Complete kit available in your local bookstore and/or department store, or from:
Psychology Today Games
Del Mar, CA 92014

VI. DEVELOPED BY URBANDYNE

The Church Resources Game
The mission of the church and resource utilization

Developed by: John-Robert McFarland
Players: 6-30
Time: 1-2 hrs.

Complete kit (9.95) available from:
Urbandyne
P.O. Box 134
Park Forest South, IL 60466
(312) 534-9028

Edge City College
Strategies and processes of a college or university

Players: 15-30
Time: 3-4 hrs.

Complete kit ($35) available from:
Educational Manpower, Inc.
P.O. Box 4272-B
Madison, WI 53711

Urban Dynamics
Basic structures and interlocking systems in the growth and development of a metropolitan area

Players: 12-20
Time: 5-6 hrs.

Complete kit ($95) available from:
Educational Manpower, Inc.
P.O. Box 4272-B
Madison, WI 53711

Audio-visual package on game introduction and de-briefing also available ($15).

Youth Culture Game
"A total environment improvisational theater game"

Players: 20-80
Time: 2 hr.

Complete instructions ($15) available from:
Educational Manpower, Inc.
P.O. Box 4272-B
Madison, WI 53711

VII. DEVELOPED BY WESTERN BEHAVIORAL SCIENCES INSTITUTE

Descriptive catalogues available on request from:
Simile II
P.O. Box 1023
La Jolla, CA 92037
(714) 459-3719

Bafá Bafá: A Cross Culture Simulation
Interacting with another culture or subculture

Developed by: R. Garry Shirts
Players: 18-36
Time: 1½ hrs.

Directions ($3.50)
Complete kit ($20) available from:
Simile II

Conflict
Disarmament and world peace

Developed by: Gerald Thorpe
for the World Law Fund
Players: 27-42
Time: 5-8 periods of 50 min. each.

Available 10/74 from:
Simile II

Crisis
International conflict

Players: 18-36
Time: 2-4 hrs.

Sample set ($3)
Student kit ($35 or $50) available from:
Simile II

Metropolitics
Varying types of metropolitan government

Players: 18-35
Time: 1-2 hrs.

Sample set ($3)
Complete kit ($25) available from:
Simile II

Napoli (NAtional POLItics)
Legislative process and representative nature of democracy

Players: 8-36
Time: 2-4 hrs.

Sample set ($3)
Student kit ($35 or $50) available from:
Simile II

Plans
Conflicting interest groups attempt to change American society

Players: 12-36
Time: 3-8

Sample set ($3)
Student kit ($35 or $50) available from:
Simile II

Police Patrol
Police problems and responsibilities

Developed by: Todd Clark
Players: 20-35
Time: 1 hr. or more

Complete kit ($10) available from:
Simile II

Sitte
Conflicting interest groups work to change a city

Players: 10-30
Time: 2-4 hrs.

Sample set ($3)
Student Kit ($35 or $50) available from:
Simile II

Starpower
The uses of power

Developed by: R. Garry Shirts
Players: 15 or more
Time: 2 hrs.

Directions ($3)
Student kit ($25) available from:
Simile II

VIII. MISCELLANEOUS

COG (Coalesce, Oppose, or Grapple)
Federal revenue sharing

Developed by: Phillip H. Gillispie, Steven E. Greenfield, Philip R. Bratnober
Players: 15-50
Time: 2½ hrs.

Complete kit ($25) available from:
j j mar-tam & associates
1053 Delamont Avenue
Schenectady, NY 12307

Consensus
Presidential electoral strategy

Developed by: John Reed Koza
Players: 2-4
Time: 2 hrs. or more

Complete kit ($7.95) available from:
Scientific Game Development Corp.
Box 427
Ann Arbor, MI 48107

Dirty Water
Water pollution and ecological balance

Developed by: Judith Anderson, Helen Trilling, Roger Moody, Rich Rosen
Players: 2-4
Time: 1-2 hrs.

Complete kit ($10) available from:
Damon Educational Division
80 Wilson Way
Westwood, MA 02090

Ecology
Bringing population, technology, and natural environment into workable balance

Players: 2-4
Time: about 2 hrs.

Complete kit ($10) available from:
Damon Educational Division
80 Wilson Way
Westwood, MA 02090

Election
Democratic process and presidential elective system
(1-9 games)

Complete kit ($5.95 each) available from:
Educational Games Company
Box 363
Peekskill, NY 10566

Futures
Cross-impact of possible future developments

Developed by: Olaf Helmer, T. J. Gordon, Hans Goldschmidt
Players: 4-12
Time: 1 hr.

Kits are currently "out of print."
For information contact:
Olaf Helmer and Theodore Gordon
Institute for the Future
Riverview Center
Middletown, CT 06457

The Inter-Nation Simulation
National politics and international relations

Developed by: Harold Guetzkow
Cleo H. Cherryholmes
Players: 15-48
Time: several 50-minute sessions or fewer longer sessions

Complete High School or College kit and manuals available from:
Science Research Associates, Inc.
259 East Erie Street
Chicago, IL 60611

Lobbying Game
Lobbying process in state legislature

Developed by: David Williams
Stanley Blostein
Players: 20-60
Time: 2½ -5 hours

Complete kit ($50) available from:
Games Group II
P.O. Box 2088
Brandeis University
Waltham, MA 02154

or from:
Gamed Simulations, Inc. (GSI)
FDR Station
Box 1747
New York, NY 10022

The Marriage Game
Understanding marital decision making

Developed by: Cathy Greenblat,
Peter J. Stein,
Norman F. Washburne
Players: 2 or more (played in pairs)
Time: 7-10 rounds of 50 minutes each

Available for $4.95 from:
Random House
201 E. 50th Street
New York, NY 10022

Order Code: 31678

New Town
New community development

Developed by: Barry Ross Lawson
Players: 3-20
Time: 1½ hr. or more, depending on version played.

Kits at varying levels of complexity available from:
Harwell Associates, Inc.
P.O. Box 34
Berkeley Heights, NJ 07922

The Poverty Game
The dynamics of poverty in affluence

Developed by: Jim Egbert
Players: 10 or more
Time: less than 1 hr.

For Directions, contact:
Coloquy Magazine
1505 Race Street
Philadelphia, PA 19102
(March 1969 issue - 50¢)

or

United Church Press
391 Steel Way
Lancaster, PA

Serfdom
Roles and goals imposed on individuals and groups by the System; a simulation in class achievement and organizational structuring

Developed by: Pat Bidol, Ann Kraemer, Ginny Stewart, Fr. James Trent
Players: 21 or more (27 optimum)
Time: 1½ hrs.

Available (50¢) from:
Simulation Games Center
221 Willey Street
Morgantown, WV 26503

Please Send Large Self-Addressed Envelope.

or from:
People Acting for Change Together
163 Madison
Detroit, MI 48226

Square Mile
Land development

Players: 2-4

Complete kit available from:
Milton Bradley Company
Springfield, MA

U-DIG (Urban Development Investment Game)
Residential development in an urban neighborhood

Developed by: Ervin J. Bell
Players: 4-16 optimum
Time: 3-5 hrs. for basic time. Variations may then by played.

Information may be obtained from:
Ervin J. Bell
Associate Professor of Design
College of Environmental Design
University of Colorado
Boulder, CO

Welfare Week
Living on a welfare food budget and confronting welfare-related problems

Originally developed by: The Berea Presbyterian Church, St. Louis, MO
Players: one or more households
Time: a one-week living experience

Instructions and forms ($13.50) available from:
Gamed Simulations, Inc. (GSI)
FDR Station
Box 1747
New York, NY 10022

Yes, But Not Here
The poverty and isolation of the elderly in affluent suburban communities

Available from:
The Macmillan Company
School Division
Department SNY
Riverside, NJ 08075

IX. COMPUTERIZED GAMING/SIMULATIONS

City I
Economic, political, and social interaction towards a developing city

Developed by: Peter House
Players: 25-100
Time: 1 day or more
Computer Needed: IBM 1130 (min, 8K core storage, single disk drive)

Although a workable game of substantial quality and character, City I is not available through any formal distribution mechanism. Universities known to be using the Model in some form are, among others:
Howard University (Washington, D.C.)
University of Michigan (Ann Arbor)

*Housingplan (a version of Policyplan)
Low and moderate income housing

Developed by: Larry Coppard,
David Moses,
Mary K. Naulin Wood,
Donald Kiel,
Saul Hoffman

Players: 20-100
Time: 6-8 hrs.
Computer Needed: At present operates only under Michigan System on IBM 360/67 but standard Fortran version is in preparation. Arrangements may be made to operate via long-distance telephone line to U of M.

This game also can be run manually.

For information about a game run or about the Policyplan model, contact:
Larry C. Coppard
Urbex Affiliates, Inc.
474 Thurston Road
Rochester, NY 14619
(313) 971-0919

*M.E.T.R.O. -APEX
Physical and economic development of a metropolitan area, with emphasis on air pollution control

Developed by: Richard D. Duke, in collaboration with staff of Environmental Simulation Laboratory
Players: 30-60 optimum, but fewer or more ok
Time: several cycles of 4-5 hrs. each
Computer Needed: IBM 1130 (min, 8k core storage single disk drive) or 360-370 (min, 360-40; 256K, but 128K is possible).

Computer program costs and training fees available on request from:
Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48104

User forms: multiple copies must be made from the following ERIC publication: Coding Instructions, Worksheets, and Keypunch Sheets for METRO-APEX Simulation (Ed 075261)

Manuals available from: ERIC Document Reproduction Service, Leasco Information Products, Inc., P.O. Drawer O, Bethesda, Maryland 20014; (900) 656-9723. Each is available for $.65 in microfiche, or $3.29 in hard copy. (Vol. 2 only: $6.58.) Orders must be placed under the following ED numbers:

ED 064 530 - Vol. 1, Game Director's Manual
ED 064 531 - Vol. 2, Computer Operator's manual for IBM 1130
ED 064 532 - Vol. 3, Air Pollution Control Officer's Manual
ED 064 533 - Vol. 4, City Politicians' Manual
ED 064 534 - Vol. 5, County Politicians' Manual
ED 064 535 - Vol. 6, Industrialist 1
ED 064 536 - Vol. 7, Industrialist 2
ED 064 537 - Vol. 8, Industrialist 3
ED 064 538 - Vol. 9, Industrialist 5

ED 064 539 - Vol. 10, Industrialist 6
ED 064 540 - Vol. 11, Developer 1
ED 064 541 - Vol. 12, Developer 2
ED 064 542 - Vol. 13, Developer 3
ED 064 543 - Vol. 14, Developer 4
ED 064 544 - Vol. 15, Developer 5
ED 064 545 - Vol. 16, Developer 6
ED 064 546 - Vol. 17, Developer 7
ED 064 547 - Vol. 18, City Planner's Manual
ED 064 548 - Vol. 19, County Planner's Manual
ED 064 549 - Vol. 20, Reference Materials
ED 064 550 - Vol. 21, Legal References--Air Pollution Control Regulations
ED 075 261 - Coding Instructions, Worksheets, and Keypunch Sheets

One other manual in this series (ED number not yet known) is available.
IBM 360 Computer Operator's Manual.

*Metropolis

Metropolitan growth and development, with emphasis on capital budgeting and public expenditure

Developed by: Richard D. Duke
Players: 9 is best for one game; 2 or 3 games ("cities") can be run simultaneously
Time: several cycles of about 1 hr. each
Computer Needed: IBM 1130 (min. 8K core storage, single disk drive) is most convenient, but IBM 360/370 version is available.

One loaded disk and operator's instructions available for $200 from:

Urbex Affiliates, Inc.
474 Thurston Road
Rochester, NY 14619
(313) 971-0919

Program also available in card form at slightly reduced price.

Instructions for manual version to be published by Sage Publications.

River Basin Model

An extension of City IV (see City I above), this version is based on a large city and its surrounding watershed.

Developed by: Peter House and staff
Players: 20-120
Time: 1 day or, preferably, longer
Computer Needed: Standard program distributed requires IBM 360/370 with 190K partitition under OS and a dedicated disk pack. Contact regional centers or EPA for information about other possible configurations.

For further information regarding the gaming/simulation or a run of it, contact:

Environmental Protection Agency
Environmental Studies Division
Room 1021
Crystal Mall - Building 2
Washington, D.C. 20460

or preferably, one of the universities listed below.

One University in each of ten federal regional districts in the United States is disseminating information about the River Basin Model. They are:

REGION I (Maine, N.H., Vt., Mass., Conn., R.I.):
John W. Sommer
Department of Geog.
Dartmouth College
Hanover, NH
(603) 646-3117

REGION II (N.Y., Virgin Islands, N.J., Puerto Rico):
Professor Myron Uretsky
New York University
Graduate School of Business Admin.
100 Trinity Place
New York, NY 10006
(212) 732-5820

REGION III (Pa., Md., Del., W. Va., Va.):
W. L. Garrison
Environmental Systems Engineering
School of Engineering
University of Pittsburgh
Pittsburgh, PA 15213
(412) 621-3500 X6338

REGION IV (Ky., Tenn., N. C., S. C., Ga., Ala., Miss., Fla.):
Michael D. Kennedy
College of Architecture
Pence Hall
University of Kentucky
Lexington, KY 40506
(606) 257-1881

REGION V (Ohio, Ind., Ill., Mich., Wisc., Minn.):
Allan G. Feldt
Environmental Simulation Lab.
University of Michigan
109 E. Madison
Ann Arbor, MI 49104
(313) 763-0258

REGION VI (Ark., La., Tex., Okl., N. Mex.):
Luis H. Summers
University of Oklahoma
180 W. Brooks Street
Room 252
Norman, OK 73069
(405) 325-5761

REGION VII (Iowa, Mo., Kans., Neb.):
Gerald L. Esterson
Department of Chemical Engineering
School of Engineering and Applied Science
Washington University
St. Louis, MO 63130
(314) 863-0100 X4017

REGION VIII (N. Dak., S. Dak., Mont., Wy., Col., Utah):
Dr. Leon Osterweil
Department of Computer Science
University of Colorado
Boulder, CO 80302
(303) 443-2211 X6902

REGION IX (Ariz., Nev., Ca., Hawaii, Guam):
Dr. Stephen F. McCormick
Institute for Educational Computing
Claremont Colleges
McConnell Center
Pitzer College
Claremont, CA 91711
(714) 626-8511 X3312

REGION X (Idaho, Wash., Oreg., Alaska):
Dr. Edgar M. Horwood
Dept. of Urban Planning and Civil Engineering
Urban Transportation Program, FV-10
University of Washington
Seattle, WA 98195
(206) 543-7331

APPENDIX

I. The second (revised) edition of the annotated (and rather complete) Guide to Simulation Games for Education and Training (Zuckerman and Horn, ed.) may be obtained for $15 from Information Resources, Inc./P.O. Box 417/ Lexington, MA 02173.

Werner and Werner's Bibliography of Simulations: Social Systems and Education (Western Behavioral Sciences Institute/1150 Silverado/La Jolla, CA) is a very complete book and periodical listing, but through January 1969 only. 178 pp. $4.00.

Learning with Games, ed. Cheryl L. Charles and Ronald Stadsklev, describes and analyzes seventy social studies educational games and simulations. Also contains an extensive list of sources and resources. $4.95/book. All orders must be prepaid unless accompanied by an institutional purchase order. Available from: SSEC Publications/855 Broadway/ Boulder, CO 80302.

II. Simulation/Gaming/News is an informative and entertaining five-times-a-year newspaper covering the latest developments in simulations and games. Available for $4 per year from S/G/N, Box 3039, University Station, Moscow, ID 83843.

III. Some Sources of Games for Elementary and High School Use

A. From those already listed:
Bobbs Merrill Company (Section II)
Damon/Educational Division (Section VIII)
Educational Games Company (Section VIII)
Harwell Associates, Inc. (Section VIII)
Instructional Simulations, Inc. (Section IV)
Simile II (Section VII)
United Church Press (Section VIII)
Urbandyne (Section VI)

B. A few others:
ABT Associates, or Games Central/55 Wheeler St./Cambridge, MA 02138
Coca-Cola Bottling Company/Call your local distributor for "Man in His Environment" kit.
Creative Publications/P.O. Box 328/Palo Alto, CA 94302
Edu-Game (Creative Classroom Activities)/P.O. Box 114/Sun Valley, CA 91352
Environmental Design/P.O. Box 683/Chatsworth, CA 91311
Interact/P.O. Box 262/Lakeside, CA 92040
The Macmillan Company/School Division/Dept. SNY/Riverside, NJ 08075
Science Research Associates, Inc./259 E. Erie St./Chicago, IL 60611
Scott Foresman and Company/1900 East Lake Ave./Glenview, IL 60025
SSEC Publications/855 Broadway/Boulder, CO 80302

IV. WFF 'N PROOF Publishers offer a number of games which make the learning of logic, mathematics, language, science, and critical analysis genuinely fun. Their emphasis is not on what to think, but how to think. Included are WFF 'N PROOF ($8), Equations ($5), On-Sets ($5), Queries 'n Theories ($8), On-Words ($5), The Propaganda Game ($6), and others. Available from: WFF 'N PROOF/111-GU Maple Ave./Turtle Creek, PA 15145.

V. A wide variety of games for specific (and sometimes limited) purposes has been designed by ABT Associates, Inc. Some are available for public use, some not. Information may be obtained from: Games Central/ 55 Wheeler St./Cambridge, MA 02138

VI. The Business Games Handbook (by Robert G. Graham and Clifford F. Gray, American Management Association, Inc., 1969) contains related readings and descriptions of a large number of games useful within business and industry.

VII. Two sources of information on Peace Simulations:

Ways and Means of Teaching about World Order: No. 8 (Winter 1972); "Simulating for Peace" lists five simulation games focusing on conflict in the international system. (Prepared by the School Program of the World Law Fund/11 West 42nd St./New York, NY 10036).

Teaching about War and Its Control: A Selective Annotated Bibliography for the Social Studies Teacher, (William A. Nesbit, ed., 1972) contains games among its many listed resources. (Available from The University of The State of New York/The State Education Dept./Center for International Programs and Comparative Studies/Albany, NY 12224.

VIII. Pfeiffer and Jones are the editors of A Handbook of Structured Experiences for Human Relations Training, a collection of group-process and/or sensitivity-type exercises. Most of them can be utilized within a short time span. (University Associates/P.O. Box 80637/San Diego, CA 92138) Four volumes @ $3.50 each.

IX. Margaret Warne Monroe has adapted "Policy Negotiations" (See Section I) to four urban problem areas. Urban Games: Four Case Studies in Urban Development illustrates with clarity how "Policy Negotiations" can be utilized as an analytic tool, and then as a planning tool, for any specific social problem. Operator's Manual and Player's Manual available from: Urbex Affiliates, Inc./474 Thurston Rd./Rochester, NY 14619. (Game Operator's manual: $4, Player's manual: $3; Set of one Operator's and ten Player's manuals: $29).